

Water

Lua Command List

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1 Water Commands

1.1 Setter

1.1.1 SetWaterHeight(value)

Description: Set the water plane height

Range: Any (default: 500)

Danger: Player dies under water(too high and player is in death loop)

Example: SetWaterHeight(500)

1.1.2 SetWaterColor(red,green,blue)

Description: Set the water colour

Range: 0-255 (default: red: 158.0; green: 168.0; blue: 198.0)

Example: SetWaterColor(0,140,255)

1.1.3 SetWaterWaveIntensity(value)

Description: Set the water wave intensity (lower value => bigger waves)

Range: 1- Any (default: 155.0)

0 is flat, but create strange lightning reflections

Example: SetWaterWaveIntensity(155.0)

1.1.4 SetWaterTransparancy(value)

Description: Set the water transparency

Range: 0-1 (default: 0.75)

Example: SetWaterTransparancy(0.80)

1.1.5 SetWaterReflection(value)

Description: Set the water reflection

Range: 0-1 (default: 0.5)

Example: SetWaterReflection(0.5)

1.1.6 SetWaterReflectionSparkleIntensity(value)

Description: Set the reflection sparkle intensity

Range: 0-Any (default: 1.9)

At 20 there is no real difference anymore

Example: SetWaterReflectionSparkleIntensity(1.9)

1.1.7 SetWaterFlowDirection(x,y,speed)

Description: Set the flow direction and the flow speed

Axis	value=1	value=-1
x	east	west
y	south	north

speed is a multiplier of the flow direction (higher => fast flow)

Range: Any (default x=1, y=1, speed=1)

Best case: x/y = 0-1 and “speed” to manage flow speed

Example: SetWaterFlowDirection(0.5,0.5,3)

1.1.8 SetWaterDistortionWaves(value)

Description: Set the wave distortion

Range: 0-Any (default: 0.030)

Example: SetWaterDistortionWaves(0.04)

1.1.9 SetRippleWaterSpeed(value)

Description: Set the water ripple speed

Range: 0-Any (default: 35)

Example: SetRippleWaterSpeed(45)

1.2 Getter

1.2.1 GetWaterHeight()

Description: Get the water height

Example: local x= GetWaterHeight()

1.2.2 GetWaterWaveIntensity()

Description: Get the water wave intensity

Example: local x= GetWaterHeight()

1.2.3 GetWaterShaderColorRed()

Description: Get the red water colour value

Example: local x= GetWaterShaderColorRed()

1.2.4 GetWaterShaderColorGreen()

Description: Get the green water colour value

Example: local x= GetWaterShaderColorGreen()

1.2.5 GetWaterShaderColorBlue()

Description: Get the blue water colour value

Example: local x= GetWaterShaderColorBlue()

1.2.6 GetWaterTransparency()

Description: Get the water transparency value

Example: local x= GetWaterTransparency()

1.2.7 GetWaterReflection()

Description: Get the water reflection value

Example: local x= GetWaterReflection()

1.2.8 GetWaterReflectionSparkleIntensity()

Description: Get the water reflection sparkle intensity

Example: local x= GetWaterReflectionSparkleIntensity()

1.2.9 GetWaterFlowDirectionX()

Description: Get the water flow direction value for x-axis

Example: local x= GetWaterFlowDirectionX()

1.2.10 GetWaterFlowDirectionY()

Description: Get the water flow direction value for y-axis

Example: local x= GetWaterFlowDirectionY()

1.2.11 GetWaterFlowSpeed()

Description: Get the water flow speed [value](#)

Example: local x= GetWaterFlowSpeed()

1.2.12 GetWaterDistortionWaves()

Description: Get the water wave distortion value

Example: local x= GetWaterDistortionWaves()

1.2.13 GetRippleWaterSpeed()

Description: Get the water ripple speed

Example: local x= GetRippleWaterSpeed()